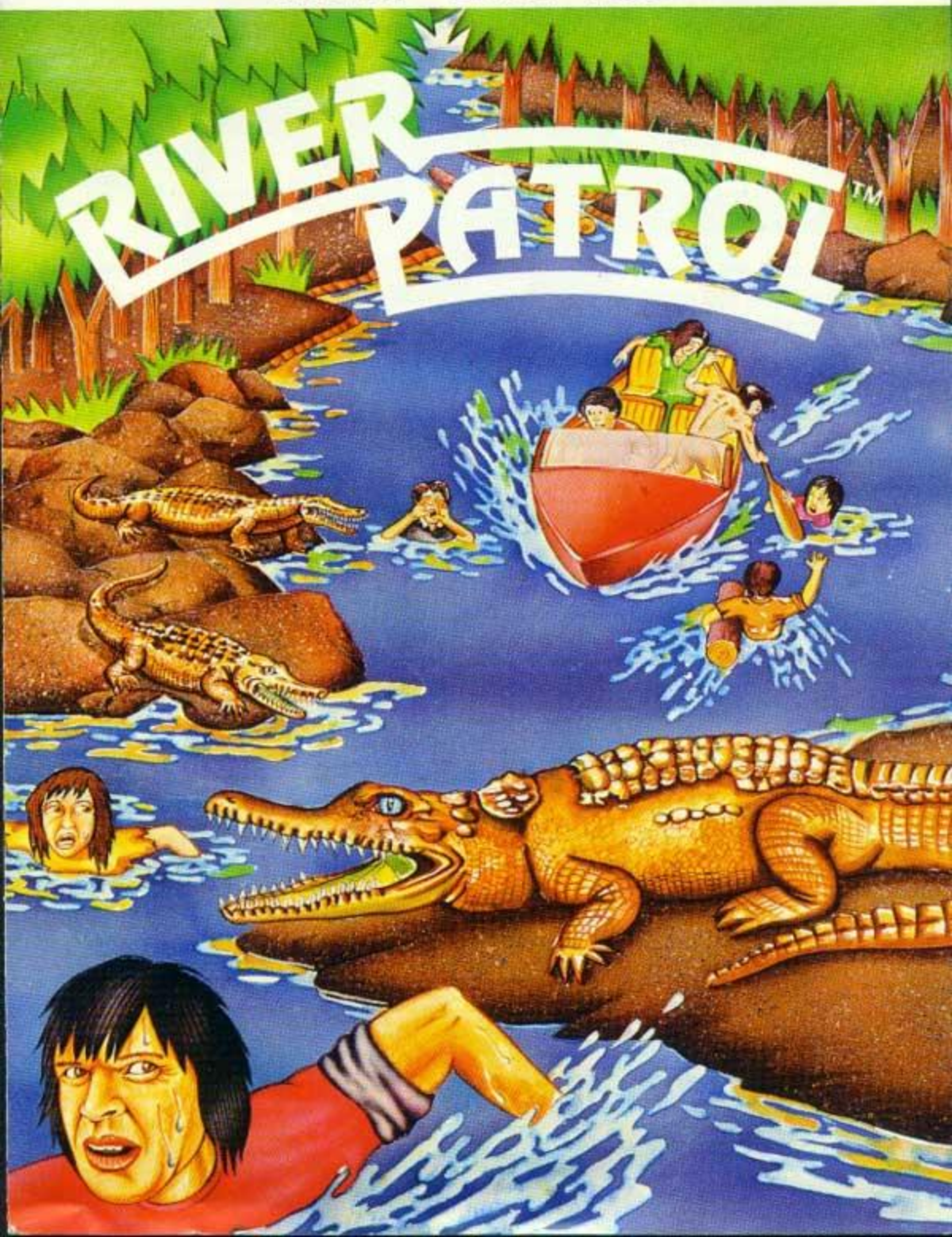


TIGERVISION®**INSTRUCTIONS****ATARI® 2600 VCS™****RIVER PATROL™**

INTRODUCTION:

You are captain of the boat trying to make it up-river while saving the drowning people lost in one of the nine rivers. The more people you save the more points you score, but your boat leaks so watch your water gauge.

GAME SELECTION:

First insert the cartridge into the game console. Turn the game console to the "On" position. Push the reset switch to start a new game. After each game is over, the high score will be displayed until a new game is started.

GAME PLAY:

Control the movement of the River Patrol Boat up the river. Press the "fire" button to accelerate. Carefully maneuver the boat to save the people. Steer away from the obstacles that can sink your boat.

GAME FEATURES:

Rivers

There are 9 different rivers to navigate. After completion of the ninth river, the next cycle will start at 7th river and finish at 9th river until the end of the game.

Goal Gauge (the Green Bar)

This gauge indicates how close you are to the dam (end of course).

Water Gauge (the Violet Bar)

This gauge indicates how much more water your boat can take on before it sinks. It will move according to how much water you have taken on. Its speed depends on how many rivers you have completed. If this gauge goes to zero, your boat sinks.

Whirlpool and Alligator

Water will flood into your boat faster when it hits an alligator or caught in a whirlpool. When your boat is caught in a whirlpool, escape by pushing the engine button when the boat points up river.

Drift Wood, Rocks, Shore, Another Boat and TNT

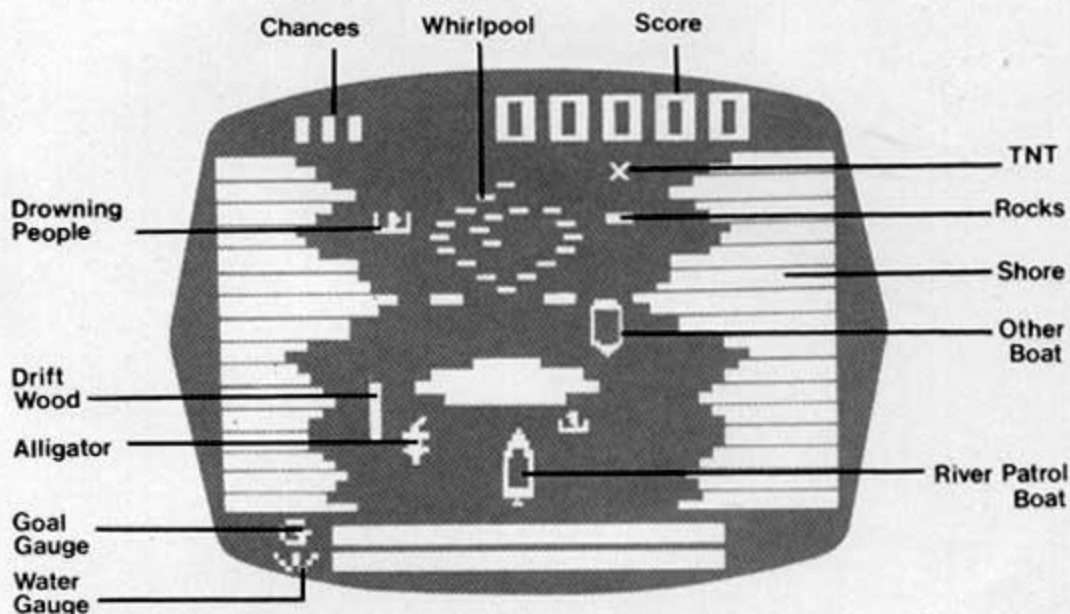
When your boat hits these objects, it will sink.

Drowning People

When a drowning person is saved, bonus points will be scored.

Chances

You get 4 leaky river patrol boats. After all of the four boats have sunk, your game will be over.



SCORING:

There are 3 ways to score.

1. When your boat passes a certain mileage in the course, 10 points will be awarded.
2. A bonus is awarded when you reach the dam. The final state of the water gauge determines the size of this bonus.
3. For each drowning person your boat successfully saves, you are awarded an increasing bonus. The bonus starts at 50 points and increases by 50 points for the next person, i.e. 50, 100, 150, 200 etc. If you fail to save a person, the bonus is reset to 50 points.



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